

**FLEXIBLE AND INEXPENSIVE METHOD FOR PROCESSING HIGH
NUMBERS OF INDEPENDENT TEXTURES IN A 3-D GRAPHICS
PIPELINE**

ABSTRACT OF THE DISCLOSURE

Circuits, methods, and apparatus provide for the storage of texture descriptors in a graphics memory. Since the texture descriptors are stored in a graphics memory, they do not need to be stored in the graphics processor itself, thus reducing graphics processor circuitry and cost. This allows more textures to be associated with each graphics primitive, thereby improving image realism.

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